



TOURNAMENT RULES

CHECK-IN: All check-in must be done online no later than **November 3, 2023**. The following must be included in online check-in:

- 1 Current Official State Certified League Roster
- 1 Guest Roster (if applicable....found on the website)
- Medical release forms (please upload in as one condensed file)
- All out-of-state players and teams must have signed travel papers and loan forms (if out of Region IV)

Once you are checked in, you will receive an email with the approved roster and guest roster if applicable.

A player who has not been checked-in by Tournament officials will not be allowed to participate in the tournament. A player who enters late will only be allowed to play once the game officials have verified her eligibility.

Failure to check-in may result in disqualification, including forfeiture of fees. Games not played will be classified as “forfeits”.

ROSTERS: Teams may register a maximum of 22 players. Rosters may include up to five (5) guest players but any teams utilizing guest players are limited to the maximum roster size stated above.

Proper player loan forms (out-of-state players) will be required at registration, along with any and all other required credentials. Guest players that play for premier level teams may only play in the Gold bracket in their age bracket in the Showcase. This does not apply if they are playing “up” an age bracket.

RULES OF PLAY: FIFA Laws of the Game shall apply as modified by USYSA and CSA as described herein:

Duration: Duration of games and overtimes, by halves are as follows:

Age Bracket	Half Time Interval	Game Times	Ball Size
14U-16U	5 minutes	2 x 40 minutes	5
17U-19U	5 minutes	2 x 45 minutes	5

HOME TEAM/UNIFORMS: The home team will be the team that appears first on the game schedule. The home team will supply the game ball. The game ball shall be subject to referee approval. The home team will be required to wear dark colored jerseys; the visiting team is to wear white/light colored jerseys. If there is a color conflict, the home team will need to change uniforms. The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing team.

NO PROTESTS WILL BE ALLOWED: Disputes will be settled by the Tournament/Site Director or a designee and the decision will be final.

CAUTIONS AND EJECTIONS: A player or coach receiving two Cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player who accumulates three (3) yellow cards over the course of tournament play will not be allowed to participate in the next scheduled game. A player who has been ejected (sent off) shall not be replaced. A player or coach who has been ejected shall not return for that game and shall not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play may not be allowed to participate in the next TWO (2) scheduled games. Any player or coach involved in fighting or who assaults a referee will be expelled from the tournament without refund or fees. Cards and ejections will follow through to the Spring League Season.

REFEREE TENT: The Referee Tent will be OFF LIMITS to all coaches, players, and spectators unless accompanied by the Site Director or an authorized designee. Anyone entering the Referee tent, unaccompanied, may be banned from her next scheduled game.

SUSPENDED GAMES: If, in the opinion of game officials, a game must be terminated for misconduct of players, coaches or spectators, the offended team or teams can be suspended from further play and will forfeit that game and may forfeit all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be notified as appropriate.

INJURY: Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgement of the referee. However, all efforts will be made to keep the games running on time.

GAME CHECK-IN: Prior to the start of each scheduled game, each team must check-in with the referee or field marshal with player cards and an official team roster (with players' jersey numbers) so that the team may be checked into play and the game started as scheduled. Teams failing to report within 5 minutes of a scheduled kick-off will be considered to have forfeited the game.

SUBSTITUTION: The Pueblo Rangers Showcase uses the CSA substitution procedures outlined here/. With the referee's permission, a team may substitute or re-substitute any number of players at the following stoppages:

- Prior to a throw-in by either team
- Prior to a goal-kick by either team
- After a goal by either team
- After an injury when the referee has stopped play by either team
- Between periods by either team.

With the referee's permission, a team may substitute for a cautioned player at the time of the caution.

PLAYERS EQUIPMENT: Player equipment must conform to FIFA rules. All players must wear shin guards under their socks. Teams must wear uniforms of matching design and color with numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers. Casts/orthopedic devices ARE permitted in competition provided that it is padded to the referee's satisfaction. It will be the referee's opinion **only** as to the safety of the players. The referee will ask the coach to remove the player if, in their opinion, the player is acting irresponsibly with his cast/orthopedic device. NO JEWELRY of any kind is permitted on the field. Seats and undergarments are acceptable, as long as the jersey is worn on the outside. No loose or flying articles are permitted.

COACHING: All coaches have complete responsibility for the conduct of their players substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided no mechanical devices are used. Each coach, substitute or player is to remain within the "coaching area" (10 yards either side of the halfway or midfield line). No coach, substitute or player is to make derogatory remarks or gestures to the referees, other players or spectators. No coach, substitute or player is to use profanity. No coach, substitute or player is to incite in any manner, disruptive behavior of any kind. Both teams shall be on the same side of the field and it is the coach's responsibility to make sure the spectators remain on the opposite side of the field from the players. The coaches of both teams will make sure their sideline areas are clean and free of any trash, prior to leaving the field.

REFEREES: The referee will return all player passes and rosters to each coach at the end of the game, with the exception of any players or coaches that were sent off. The referee will turn in a game report (either to the field marshal or dropped off at the referee tent) with the supplemental reports for send-offs and injuries to be given to the Tournament Director.

SHOWCASE COMPETITION

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- 10 points to the beneficiary of a forfeiture
- 6 points for win
- 3 points for tie

- 0 points for a loss
- 1 point for each goal scored to a maximum of 3 goals
- 1 point for a shut-out
- 0-0 game result will be scored as 4 points for each team (3 for the tie, 1 for the shut-out)

All teams are guaranteed three (3) games (weather permitting). This will be a round robin play for all brackets. Each bracket will have 1 winner awarded.

TIE BREAKERS: In the event of a tie in points at the end of play, the winner will be determined as follows:

- Fewest goals against
- Most goals for (maximum of 4 goals per game)
- Fewest red cards
- Most total wins
- Most shut-outs

In the event of a three way tie at the end of play, the winner will be determine as above with steps 1-5, and the goal differential will be the ultimate consideration.

GAME PLAY: A game is completed upon completion of one half of play, regardless of the circumstances of termination, during the second half, with final results based on the score at termination. Any game can end in a tie.